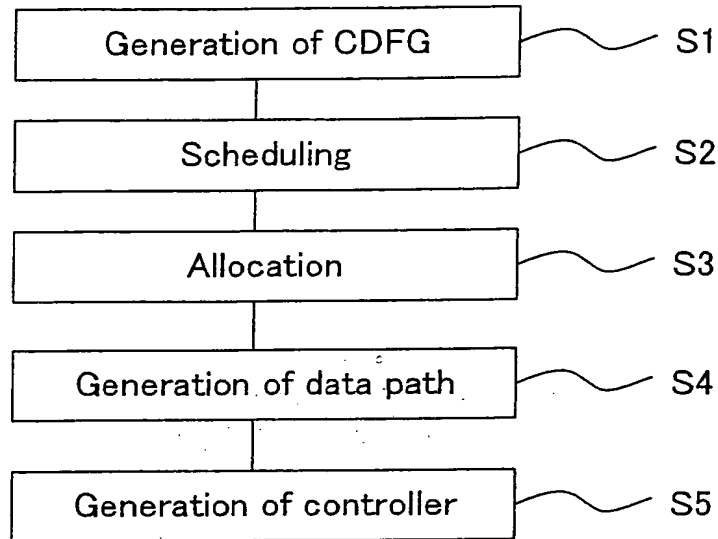




**FIG.10** **CONVENTIONAL ART**



**FIG.11** **CONVENTIONAL ART**

$$x = a \times b + b \times c$$

**FIG.12**

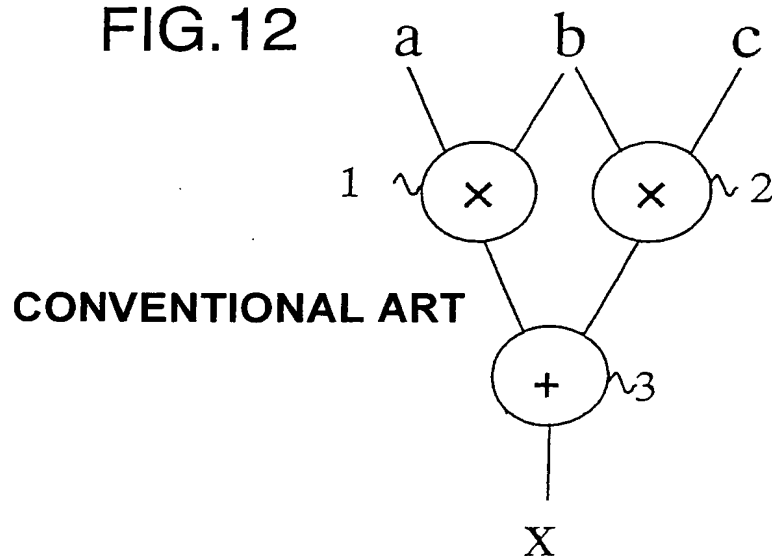


FIG.13

```
struct Node
{
    int  node_id;
    int  in_edge[2];
    int  out_edge[1];
    int  op_type;
}

struct Edge
{
    int  edge_id;
    int  from_node;
    int  to_node;
}
```

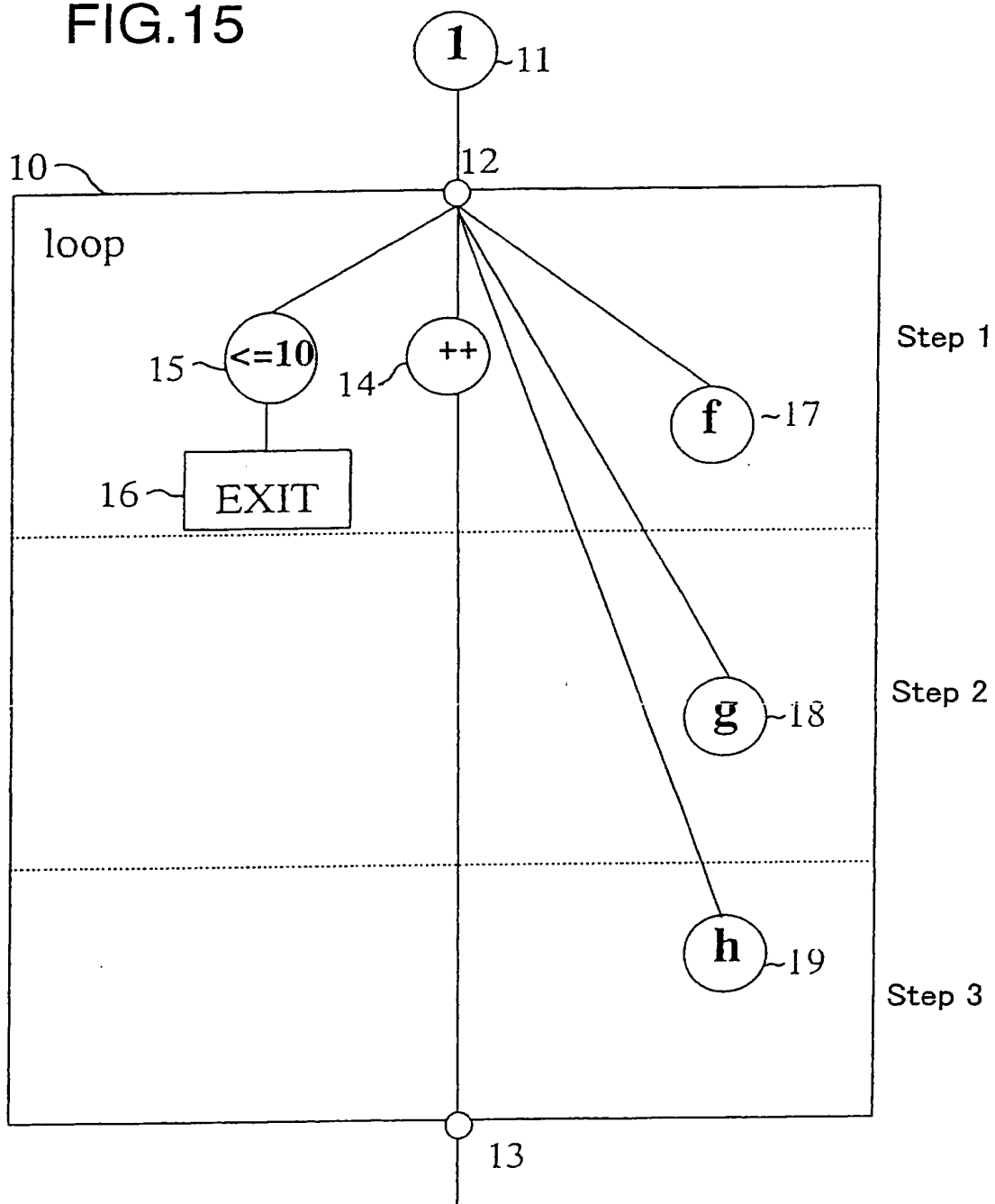
CONVENTIONAL ART

FIG.14

CONVENTIONAL ART

```
for( i =0; i <=10 ; i++)
{
    f(i);
    g(i);
    h(i);
}
```

FIG.15



CONVENTIONAL ART

**FIG. 16**

Cycle 1	$f(1)$
Cycle 2	$g(1)$ $f(2)$
Cycle 3	$h(1)$ $g(2)$ $f(3)$
Cycle 4	$h(2)$ $g(3)$ $f(4)$

## CONVENTIONAL ART

Cycle 9	$h(7)$	$g(8)$	$f(9)$
Cycle 10	$h(8)$	$g(9)$	$f(10)$
Cycle 11	$h(9)$	$g(10)$	
Cycle 12	$h(10)$		

FIG.17 CONVENTIONAL ART

